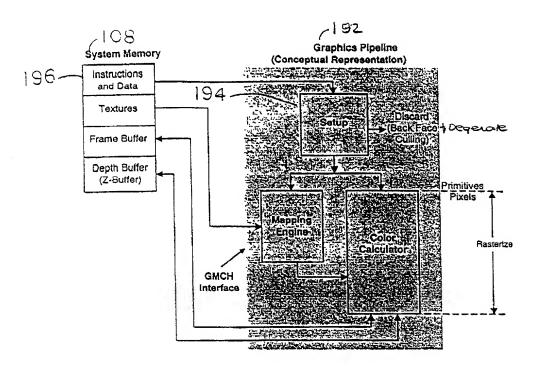


*FIG.* 3

-172 Primitive Parsing -174 Object Face Culling -176 Degenerate Object Culling -178 Bin Determination -180 Vertex Index Reordering FIG. 4 Output Primitive Generation/Replication



190

FIG. 5

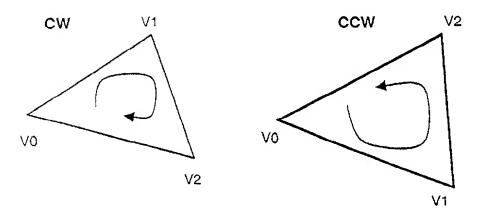
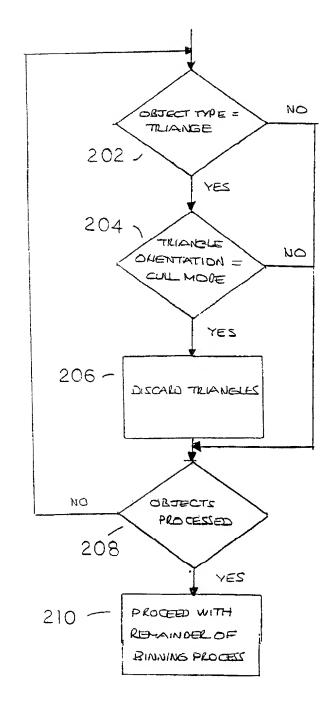


FIG. 6(a)

FIG. 6(b)



*FIG.* 7

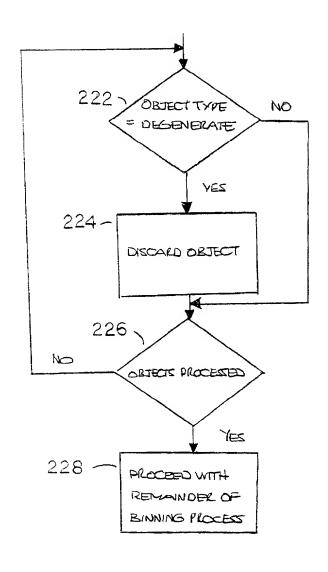


FIG. 8